

1/10

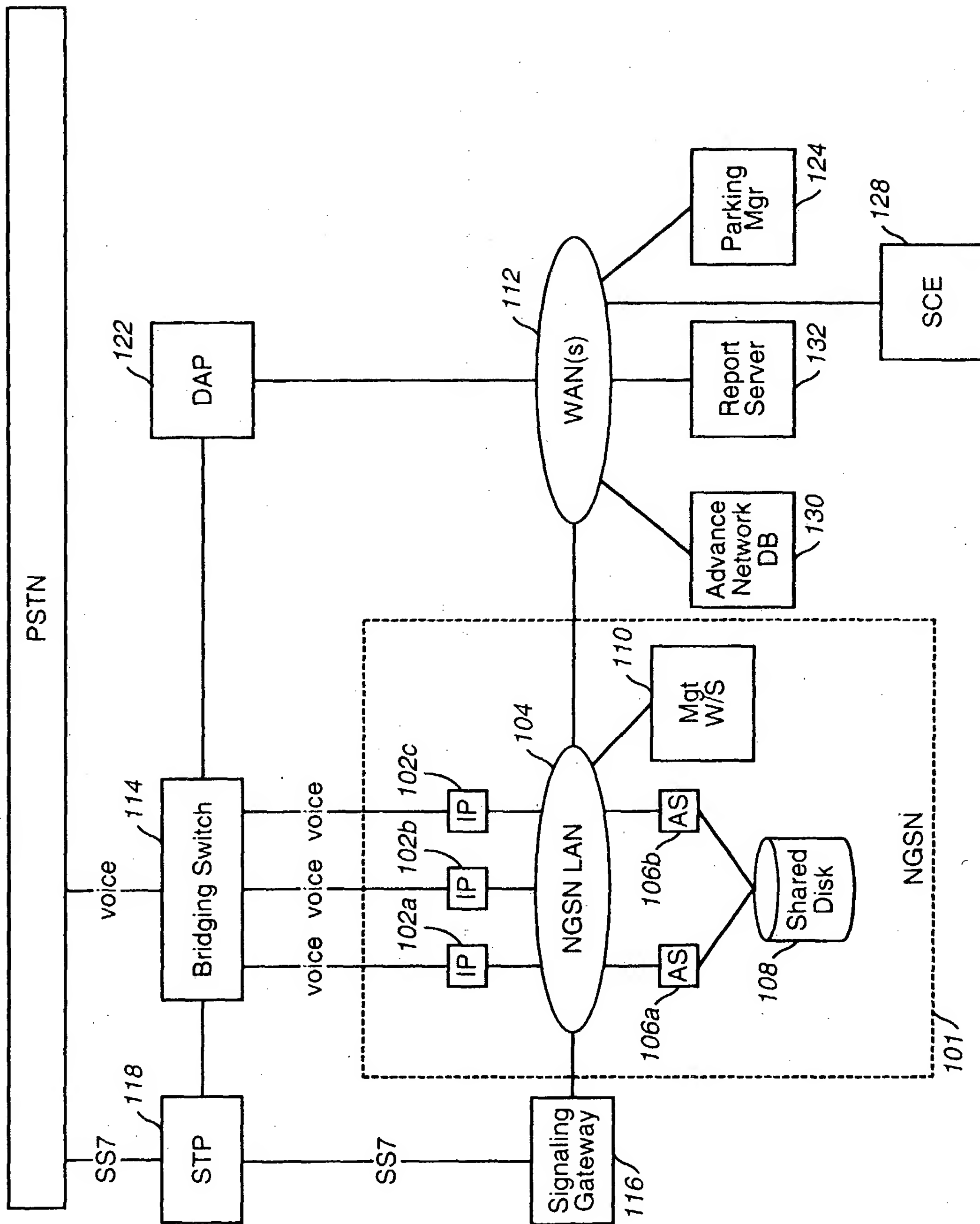


FIG. 1

2/10

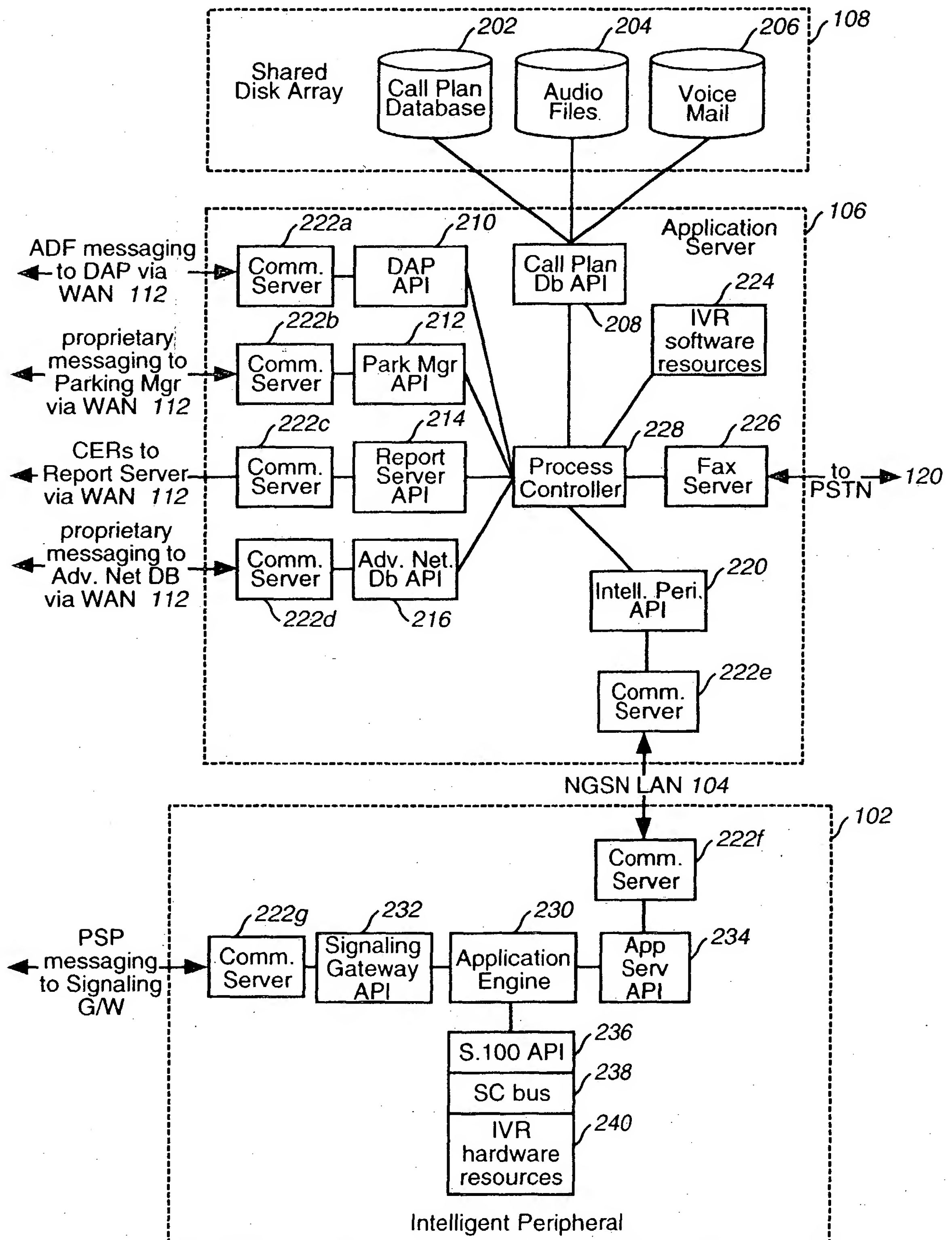


Fig. 2

3/10

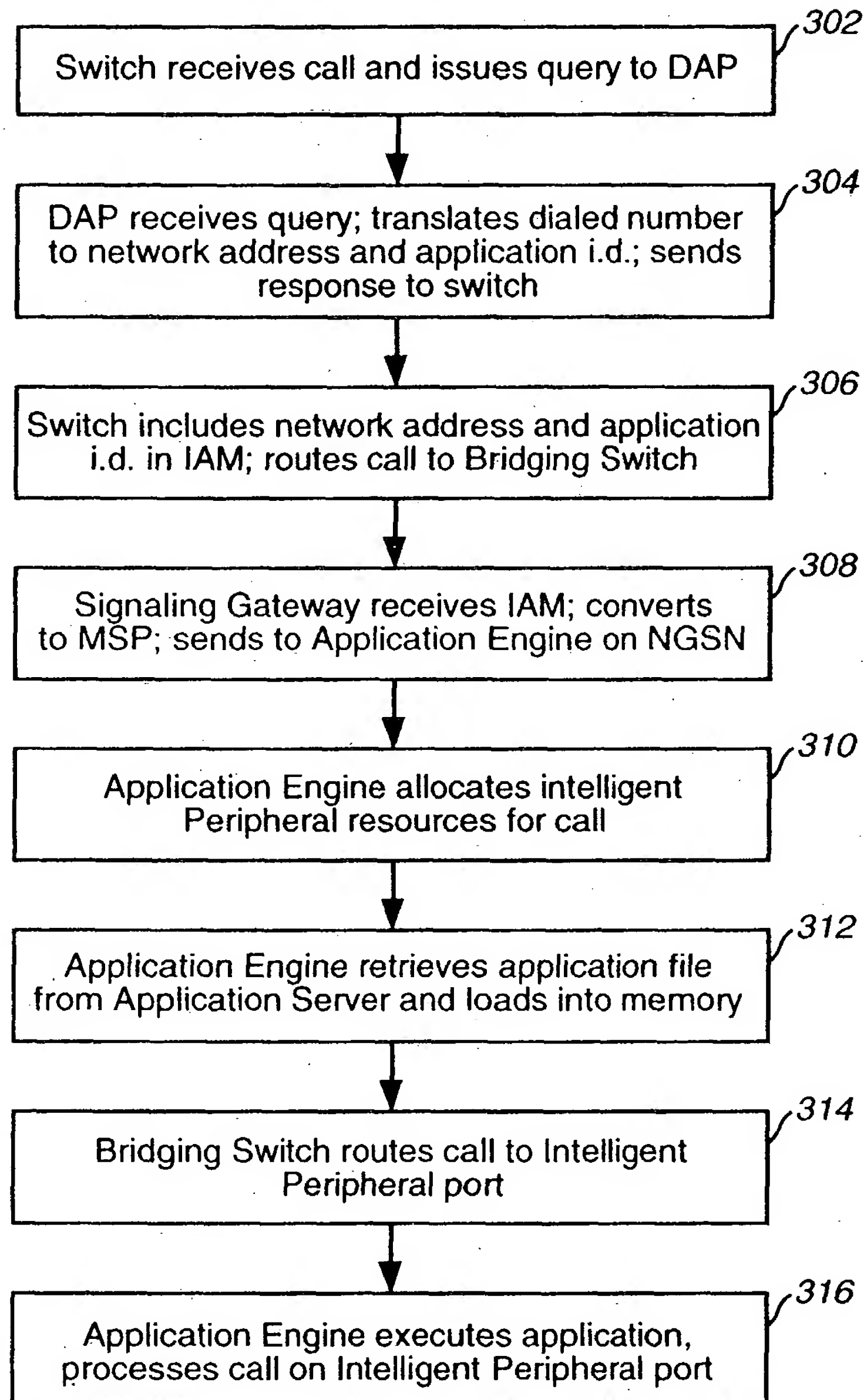


Fig. 3

4/10

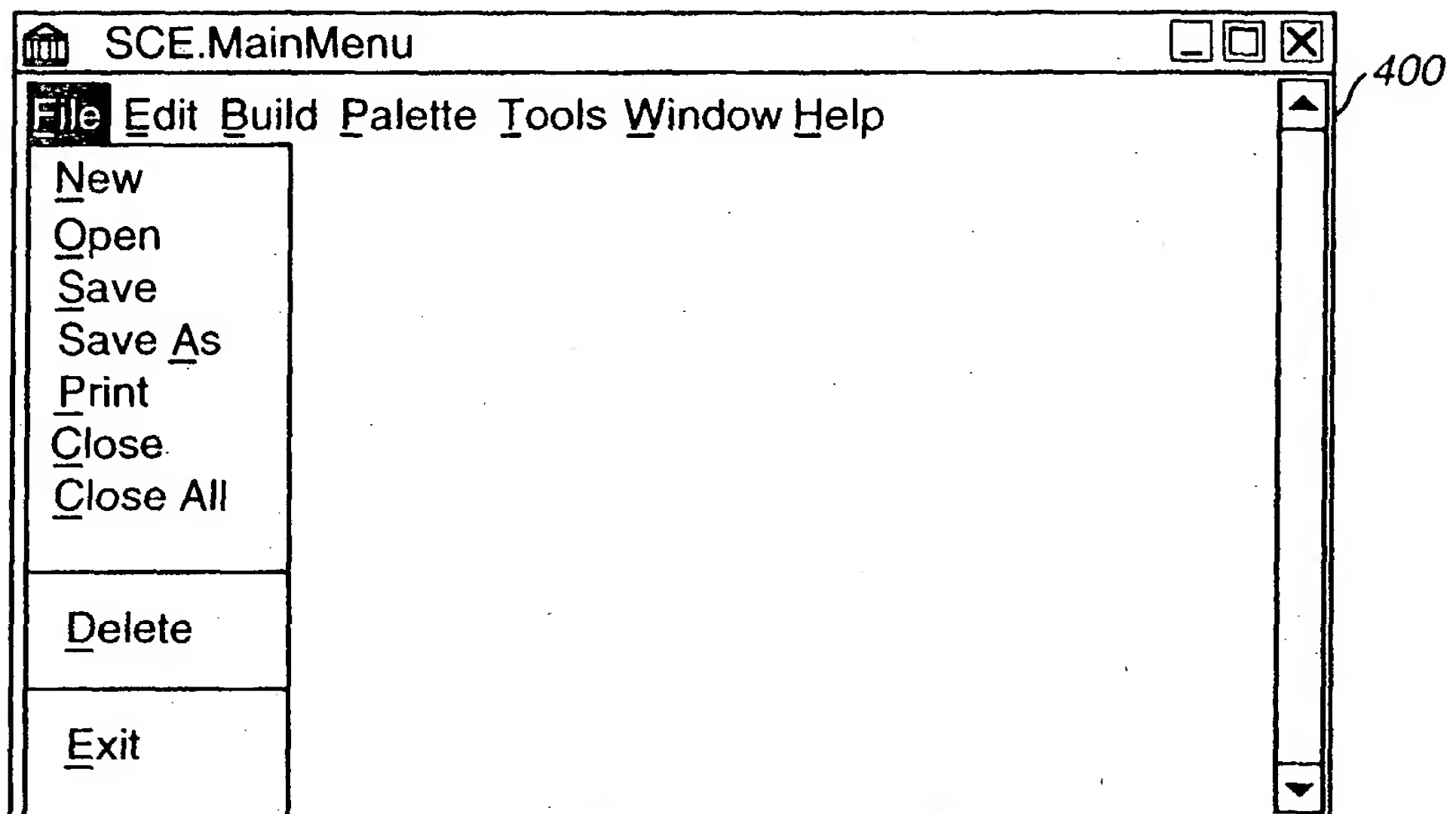


Fig. 4

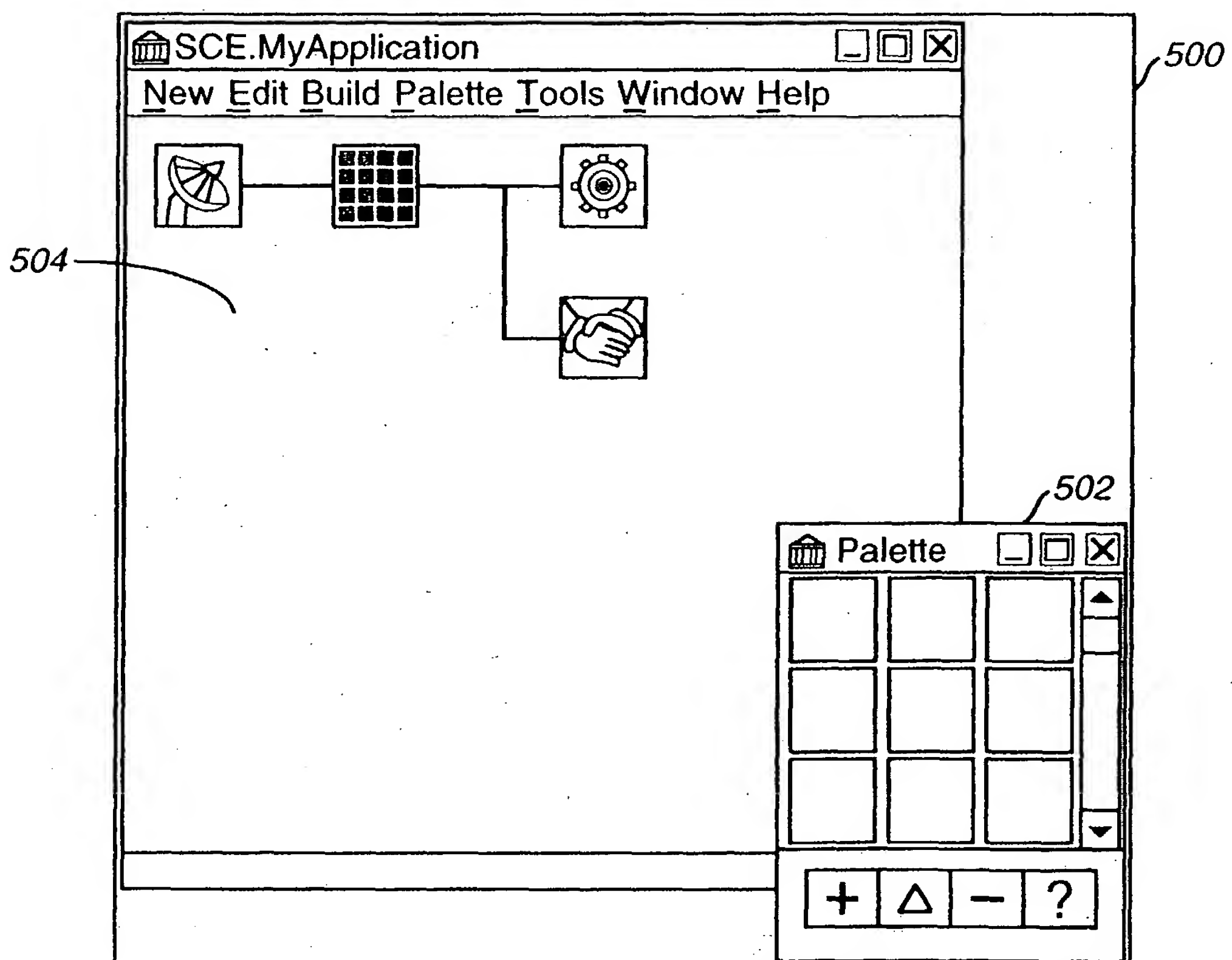


Fig. 5

5/10

The diagram shows a graphical user interface (GUI) for configuring audio primitives and phrases. It consists of two main windows: "Audio Primitive" and "Audio Phrase".

Audio Primitive Window:

- Label:** Audio_00001
- Id:** 00001
- Description:** (Empty text box)
- Channel:** vChannel (dropdown menu)
- Interrupt:** DTMF Only (dropdown menu)
- Repeatable?:** ☐ (checkbox)
- Continue?:** ☐ (checkbox)
- Phrases:** A list of phrases with associated actions:
 - vPhraseFile
 - 909(Female, Digits) - Action: Add
 - vConstant(Female, Digits) - Action: Edit
 - PhraseFile_1 - 'Please rec' - Action: Cut
 - (Empty entry) - Action: Paste
- Buttons:** OK, Cancel, Help

Audio Phrase Window:

- Variable Phrase:** ☐ vPhraseFile (dropdown menu)
- Variable Number:** ☐ vConstant (dropdown menu)
 - Library:** Female (dropdown menu)
 - Mode:** Digits (dropdown menu)
- Constant Phrase:** ☐ PhraseFile_1 (dropdown menu)
 - Text:** Please record the numbe (dropdown menu)
- Constant Number:** ☐ 909
 - Set:** Female (dropdown menu)
 - Mode:** Digits (dropdown menu)
- Buttons:** OK, Cancel, Help

The entire GUI is labeled with the reference numeral 600.

FIG. 6

6/10

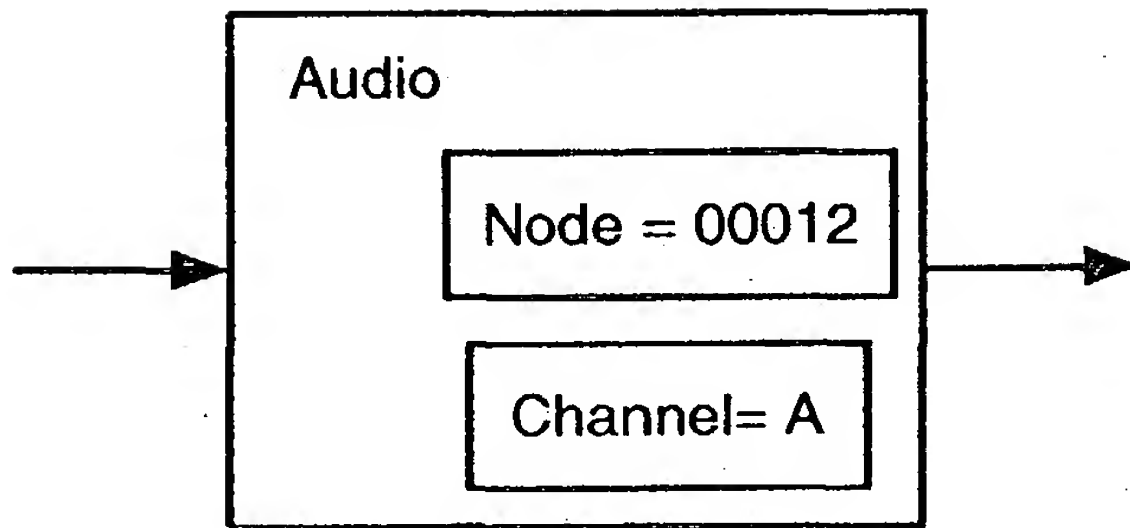


Fig. 7a

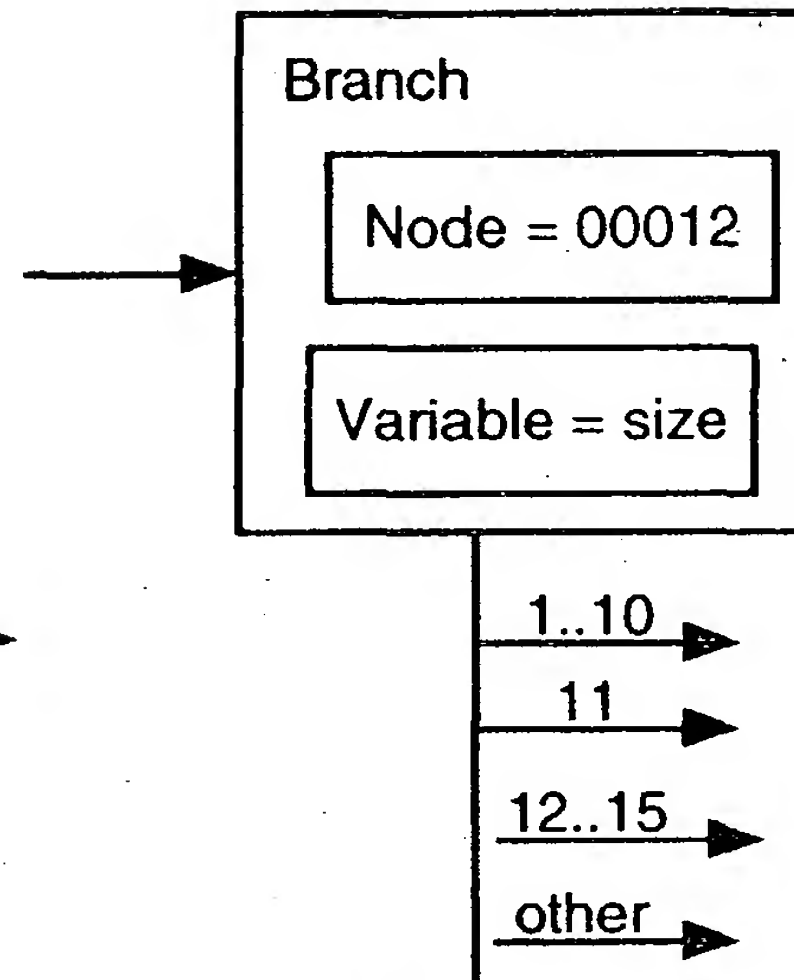


Fig. 7b

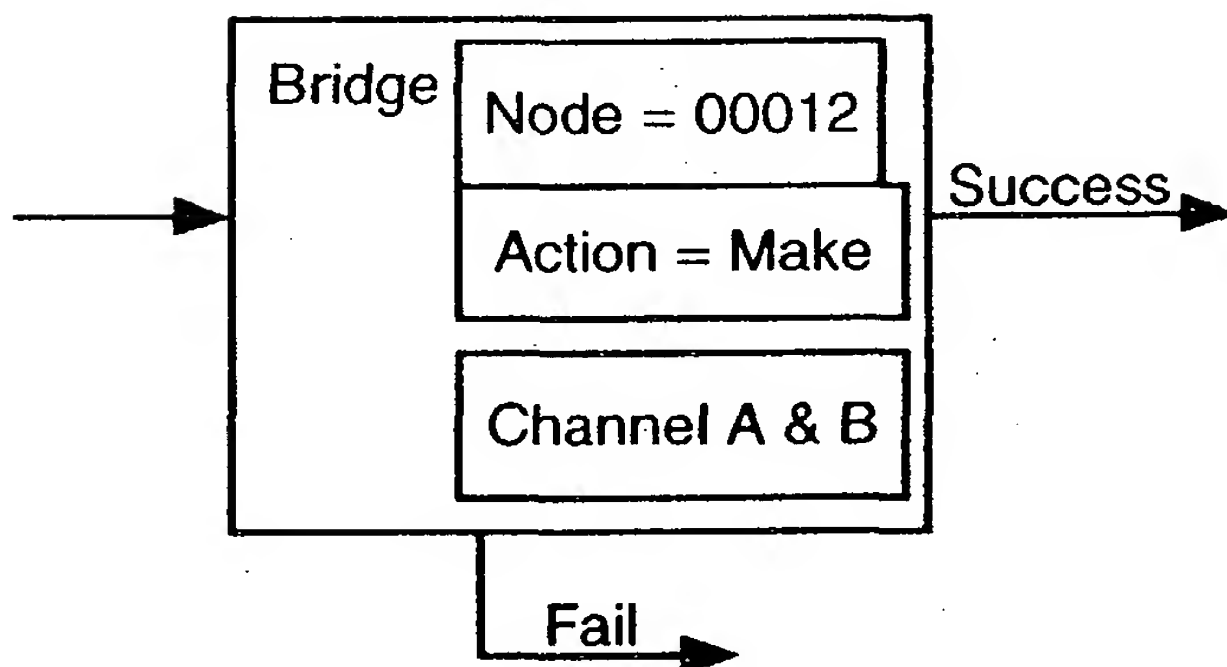


Fig. 7c

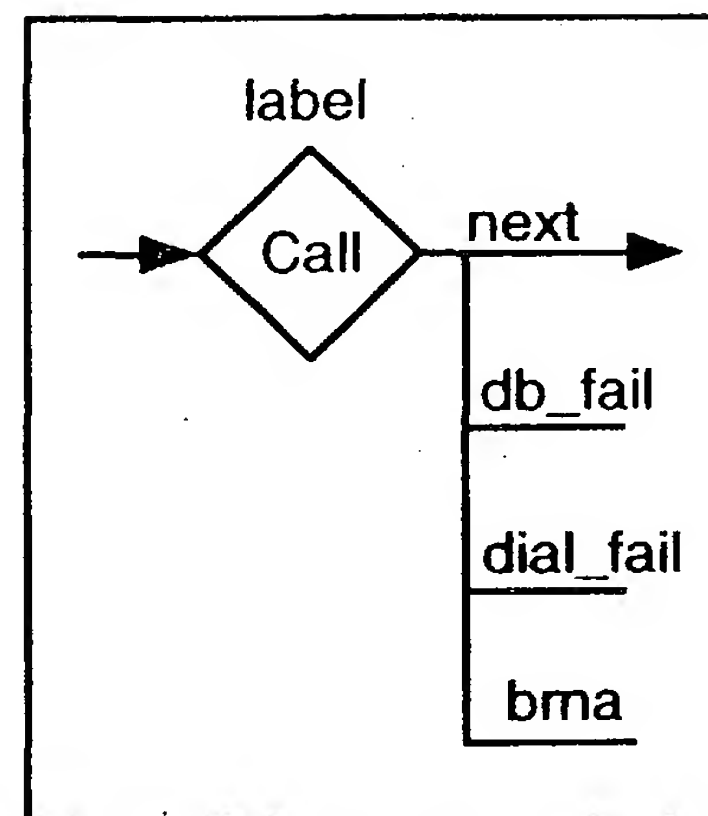


Fig. 7d

7/10

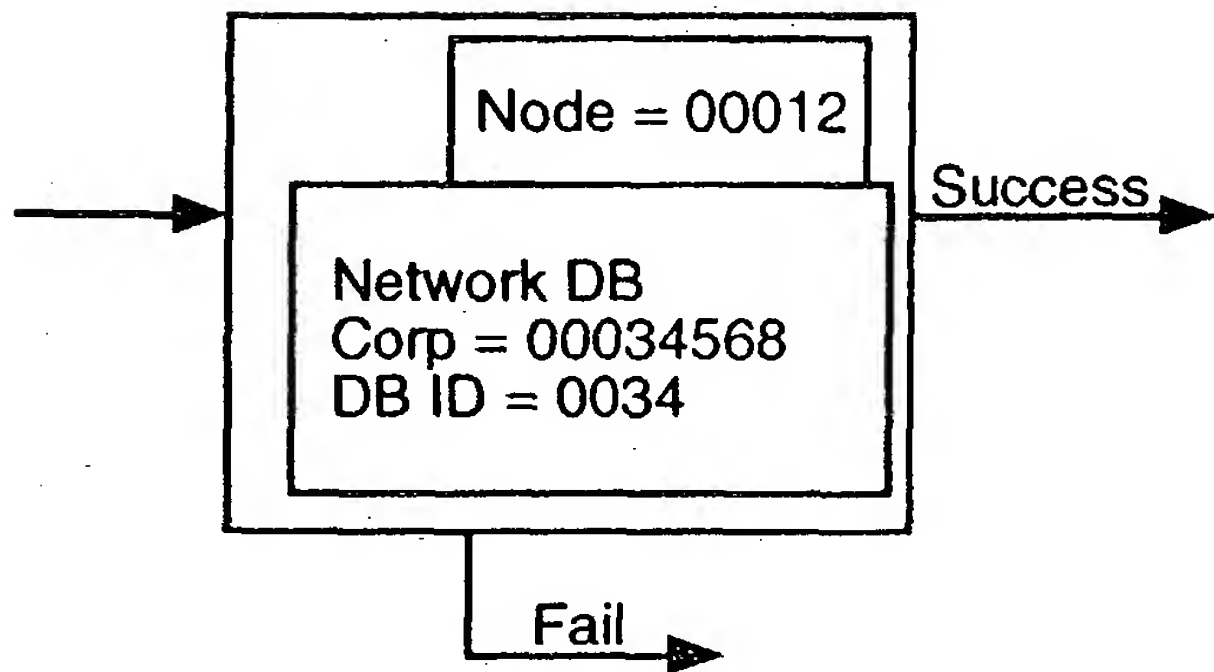


Fig. 7e

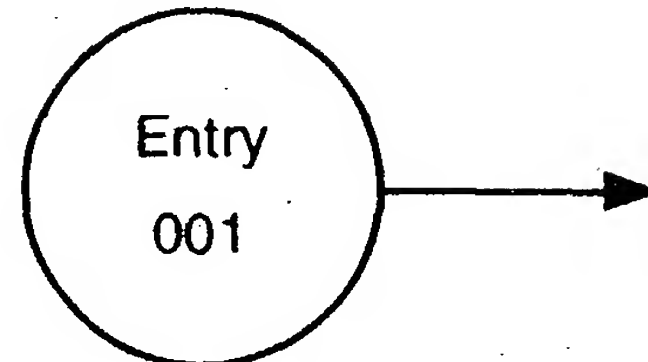


Fig. 7f

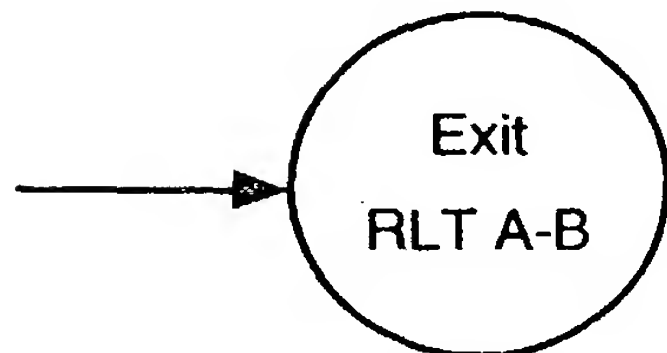


Fig. 7g

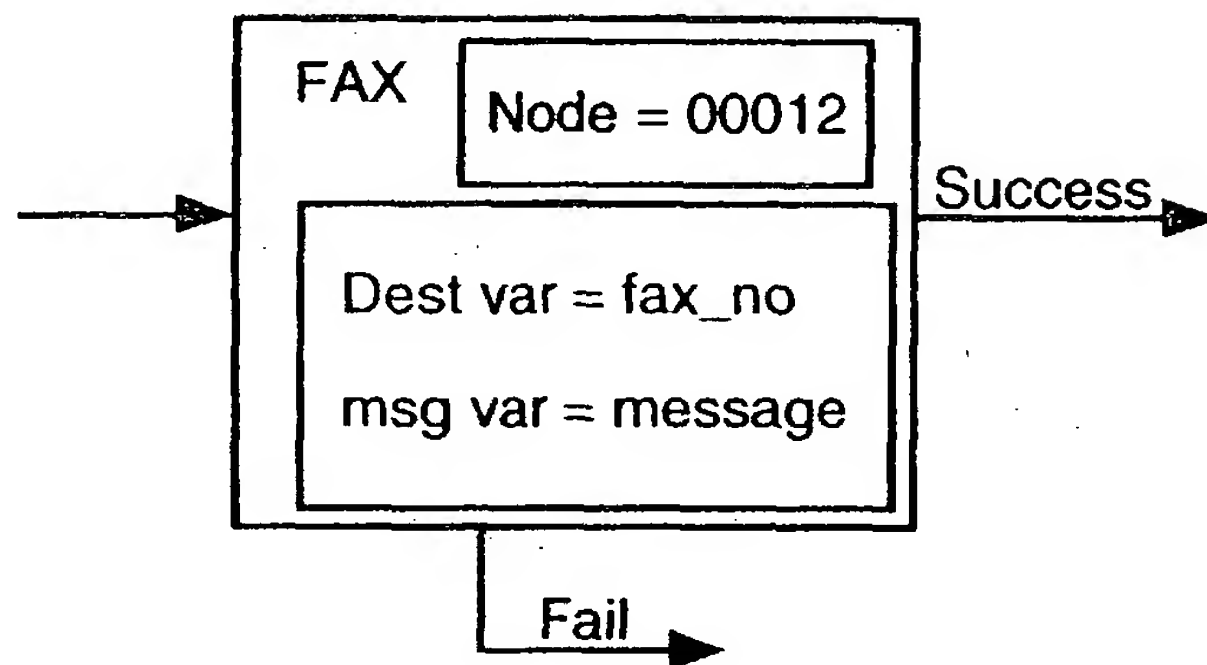


Fig. 7h

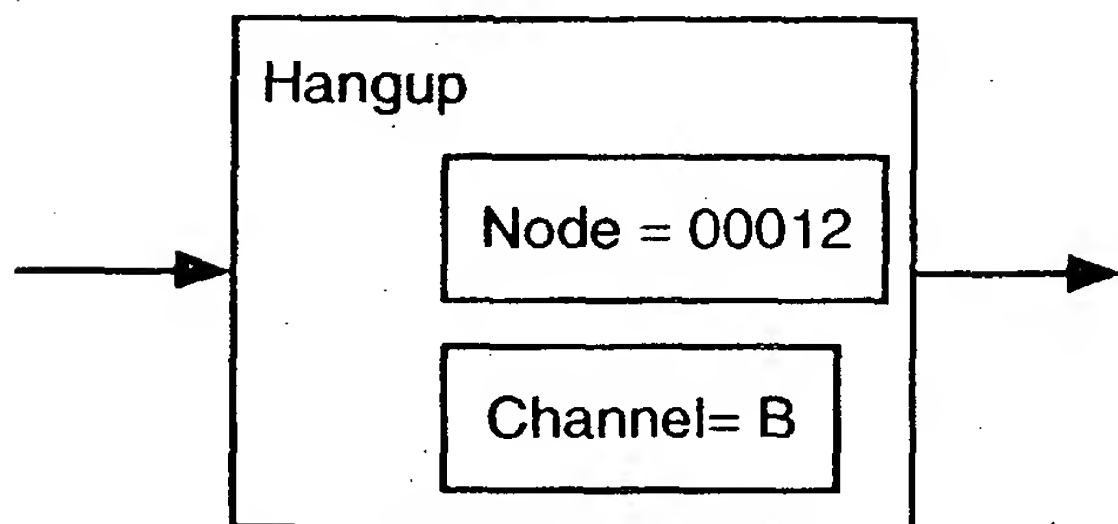


Fig. 7i

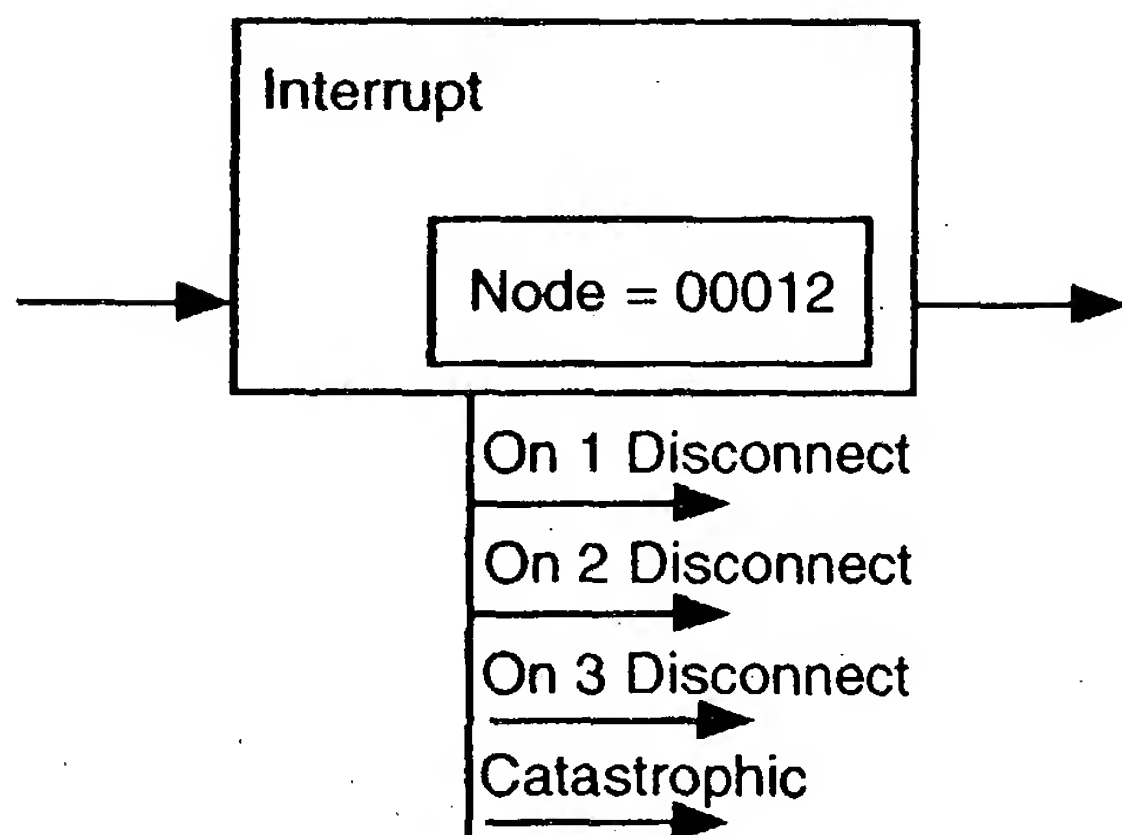


Fig. 7k

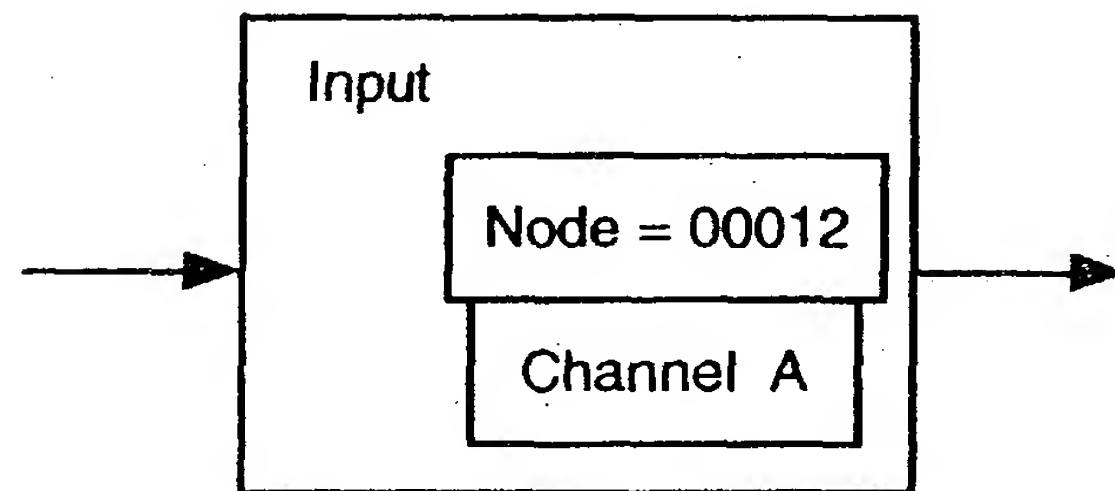


Fig. 7j

8/10

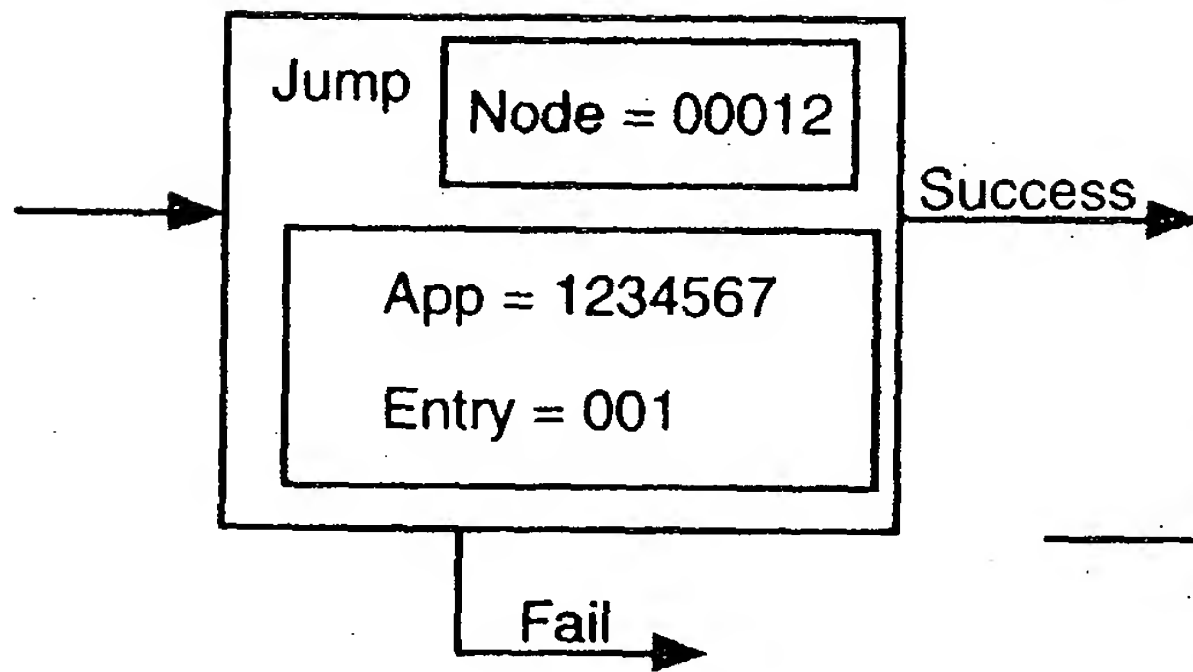


Fig. 7l

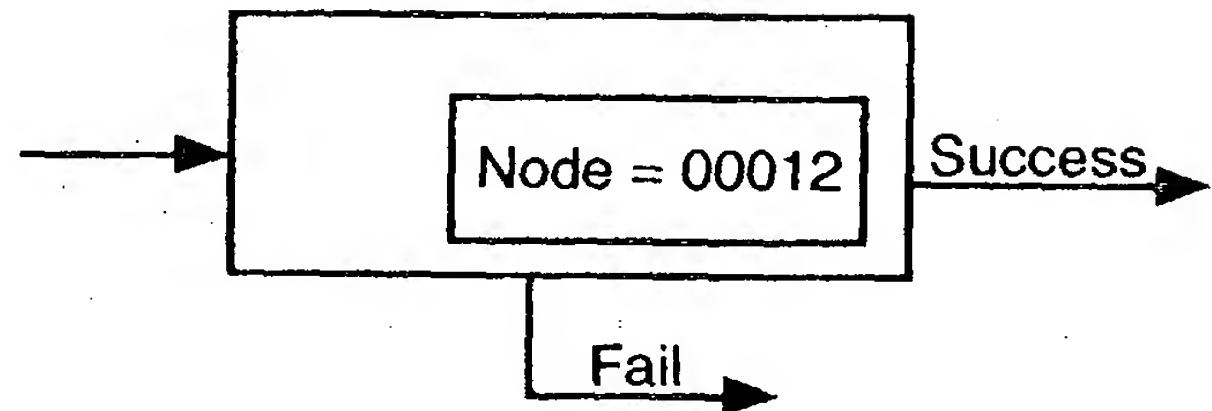


Fig. 7m

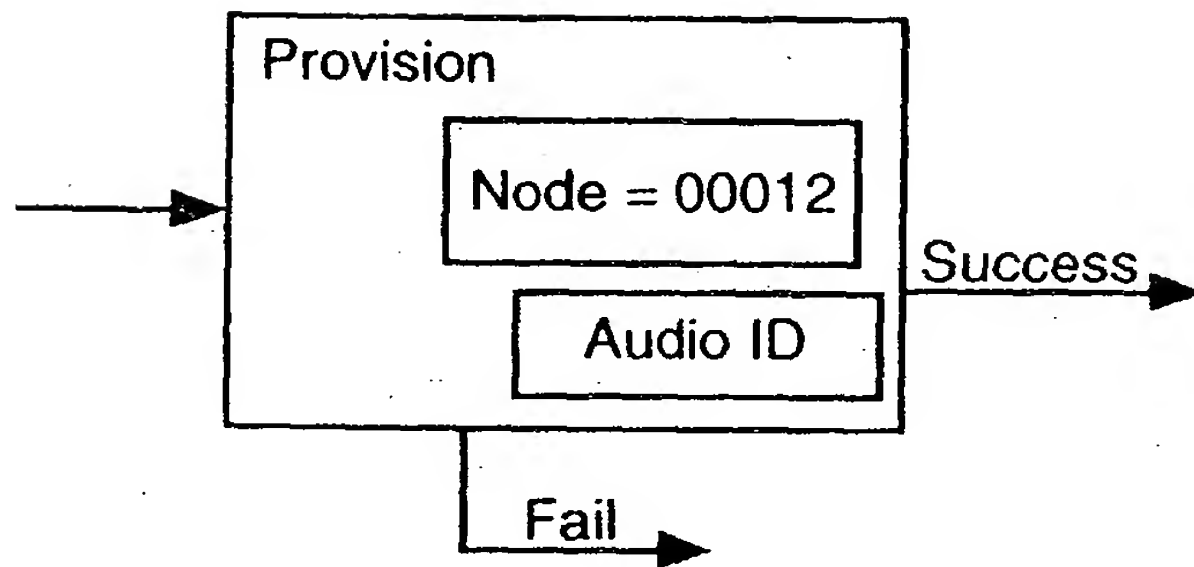


Fig. 7o

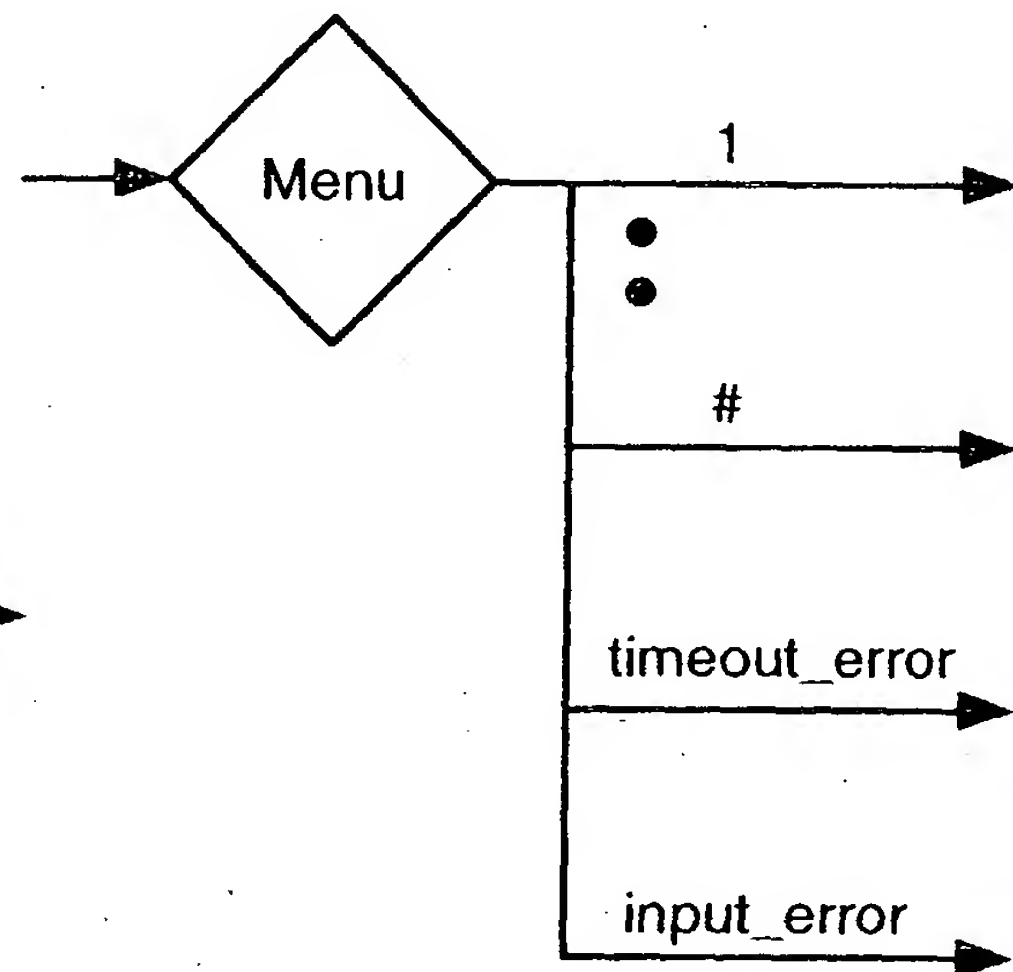


Fig. 7n

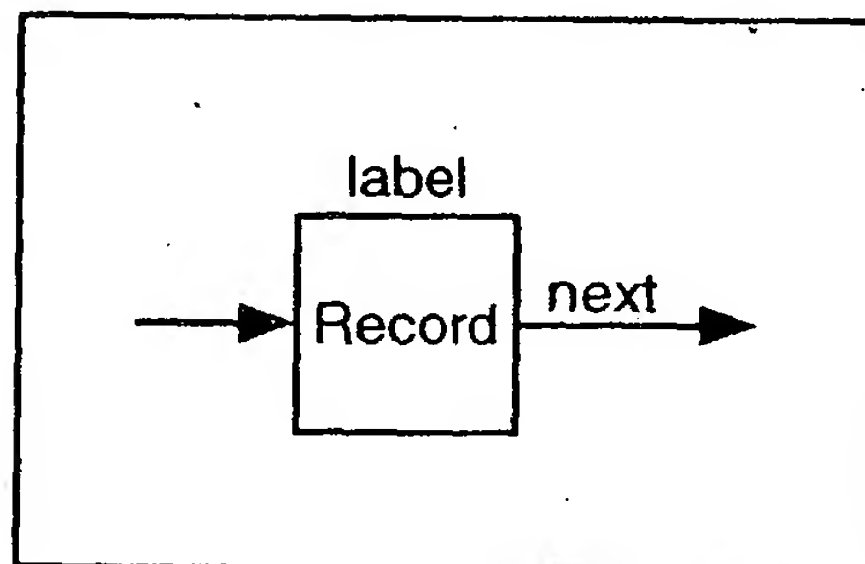


Fig. 7p

9/10

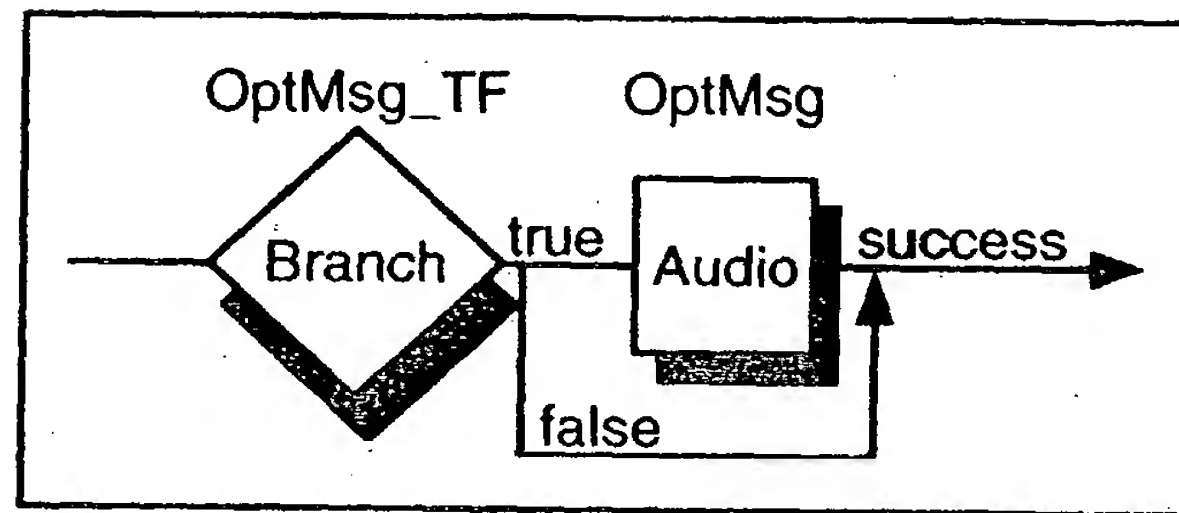


Fig. 8a

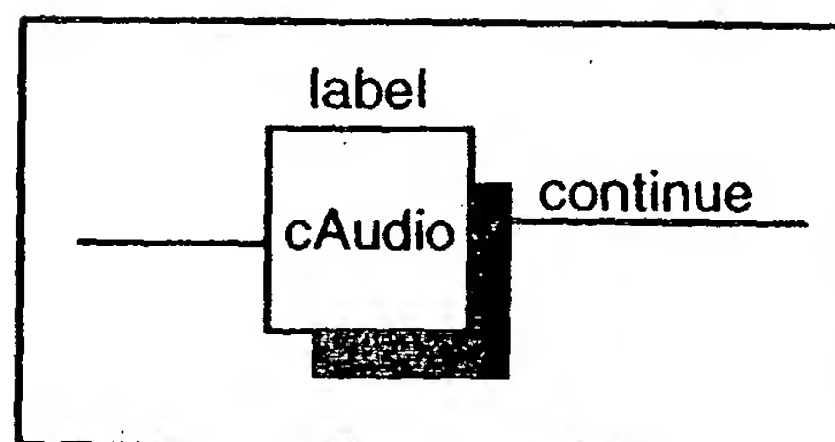


Fig. 8b

10/10

Computer System
900

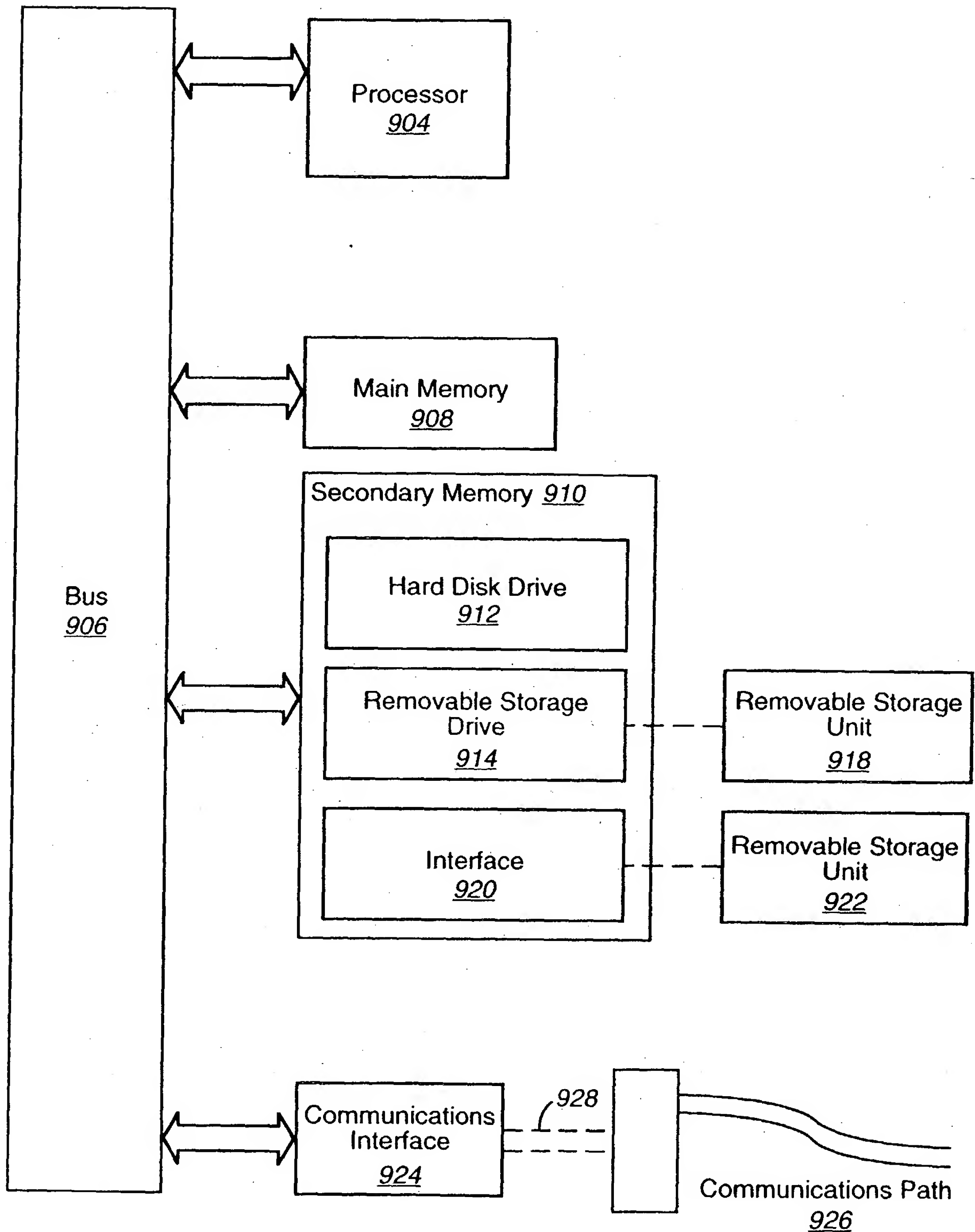


Fig. 9